



**CHEETAH**  
BARBARA ANN MINERVA

**CHEETAH POUNCE**

Cheetah may move through all figures and never takes leaving engagement attacks. After moving normally or attacking, you may place her adjacent to a non-adjacent figure within 3 clear sight spaces whose base is not higher than 12 levels from Cheetah's base.



**METAHUMAN**

**UNIQUE HERO**

**ANTAGONIST**

**OBSESSIVE**

**MEDIUM 5**

**FERAL FRENZY SPECIAL ATTACK**

Range 1. Attack 3 + Special.

Before attacking with this special attack, choose one of the following:

- roll 1 additional attack die for each Wound Marker on the defending figure's card, to a maximum of +4; or
- for each skull rolled, the defending figure subtracts 1 die from its defense.

After attacking, if the defending figure received 2 or more wounds or was destroyed since you rolled attack dice, you must attack with this special attack again.

**OPPORTUNISTIC PREDATOR**

If a player rolls defense dice for a figure within 8 clear sight spaces of Cheetah and no shields are rolled, you may immediately move Cheetah adjacent to that figure, if possible. If you do, roll the 20-sided die. If you roll 6 or higher, that figure receives a wound.



**6**

**LIFE**

**MOVE 8**

**RANGE 1**

**ATTACK 5**

**DEFENSE 6**

**275**

**POINTS**